IN THE CLAIMS:

Please cancel claims 11-24. Claims 1-10 and 25-30 were canceled in a previous amendment.

Please add new claims 31-35 as follows

31.   (New) A graphics system for processing parameter values of graphics primitives in a display list, wherein the display list is shortened to enable fast processing time while maintaining the quality of information contained in the display list, the graphics system comprising:

a register file, for storing at least one set of parameter values, the register file comprising a

plurality of registers;

a load instruction unit, for storing an instruction having an opcode portion that specifies a

rendering operation, and a write-enable portion that spans a plurality of bits, wherein

a first bit corresponds to a target starting register file address and subsequent bits

sequentially correspond to register file addresses that follow the target starting

register file address;

a shifter coupled to receive the write-enable portion, for sequentially performing single-bit

shifts upon the contents of the write-enable portion; and

a rendering parameter storage controller coupled to the shifter and the register file, for

sequentially stepping through register file addresses corresponding to bits spanning

the write-enable portion, and storing a parameter value in the register file in response

to a bit under consideration by the shifter having a predetermined value

32. (New) The graphics system of claim 1, further comprising a partition table having a set of

addressable storage locations, the contents of each storage location specifying a starting register

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3 file address, wherein the instruction further includes a partition portion that specifies a partition

4 table address, and wherein the target starting register file address is indexed via the partition

5 portion.

33. (New) A method for storing graphics primitive parameter values forming a display list in

2 a register file comprising a plurality of addressable registers, wherein the display list is shortened

3 to enable fast processing time while maintaining the quality of information contained in the

4 display list, the method comprising the steps of:

5 retrieving an instruction that includes an opcode portion and a write-enable portion, the

6 opcode portion specifying a rendering operation, the write-enable portion spanning a

7 plurality of bits, wherein a first bit corresponds to a target starting register file

8 address, and subsequent bits sequentially correspond to register file addresses that

9 follow the target starting register file address;

10 sequentially examining bits within the write-enable portion; and

11 storing a parameter value in the register file in response to a write-enable portion bit having a

12 predetermined value.

1 34. (New) The method of claim 3, wherein a parameter value is selectively stored at a

2 register file address given by the target starting register file address offset by a number of

3 addresses equal to the position of a write-enable portion bit under consideration relative to the

4 first bit within the write-enable portion.

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